Course code: IFI7503.DT	Course name: Development of Interactive Systems
Study load: 4 ECTS	Study semester: Spring
Lecturers:	Ighoyota Ben Ajenaghughrure
Objectives:	The course aims to provide students with the skills for specifying and prototyping interactive systems.
Course outline:	The course consists of the following modules: ● Building blocks of interactive systems ● Development of the interactive prototype using android studio
Learning outcomes:	After successfully completing the course students will know: ● How interactive systems work and what are their input/output capabilities ● How to create interactive prototypes using android studio
Workload:	To successfully complete the course, students should: ● Complete ongoing assignments. ● Regularly read the slides, and watch the accompanying video. ● Develop at least a functional interactive prototype.
Assessment criteria:	Examination. Weight of different activities in final grade: 5 individual assignments (50%) + project assignment (35%) + participation in synchronous session (15%)
Grading criteria scale:	Grading criteria: ● 90-100: A ● 80-90:B ● 70-80:C

	- 60-70: D - 50-60:E - Less than 50:F
Independent work:	All assignments are to be carried out individually.
Compulsory literature:	-
Replacement literature:	-
Course schedule:	

Date and time	Form of study and course content by topic
Session 1 20/01 15:00 - 16:45 Estonian time	Synchronous Session (Introduction)
Session 2 21/01-02/02	Building Blocks of Interactive Systems Common Interaction sequence
02/02 15:00 - 16:45 Estonian time	Synchronous Session Assignment one (input vs output): review/feedback/Q&A Other topics
Session 3 03/02-16/02	Android application development (part one) - Android Introduction - Platforms and tools required for android application development - Android Architecture explained
	Video and slides + mark as done Assignment two: Developing your first android app (hello world) (Assignment two)

	Session 4 18/02-03/03	Android application development (part two)
		Video and slides + mark as done Assignment three: Working with: ● Layout ● Menu ● ListView ● Buttons ● TextEdit ● String resources Question: discuss topic & issues to discuss in synchronous sessions 3 and 4
	03/03 15:00 - 16:45 Estonian time	Synchronous mentoring 3- discuss topic & issues 3 and 4
	Session 5 04/03-17/03	Android application development (part three)

		Video and slides + mark as done
		Assignment four: Programing UI views
		1. Working with:
		    a. Radio Buttons and Toast
		    b. Date picker
		    c. rating bar
		    d. web view
		    e. image viewer
		    f. image switcher

	Session 6 17/03-06/04	**Project:** Development of the Interactive Prototype (High Fidelity) using Android Studio

		Assignment five: Export a prototype from figma into android explore the code
	07/04/2021 15:00 - 16:45 Estonian time	Synchronous mentoring 4 - discuss topic & issues 5 and 6
	Session 7 21/04-11/05	**Project** Development of the Interactive Prototype (Android Studio)
	Date and Time to Announced in classroom	Live Demo + explaining your work Synchronous Final Presentations